

the BEST POKER ROOM in LAS VEGAS



\$80 No Limit Hold'em Mega Satellite @ 6:10pm (1Day)

Direct Entry Awarded to \$600 NLH MonsterStack Event #5

Event Number: 6

	Big Blind Ante	Blinds
1st Level	-	100-100
2nd Level	-	100-200
3rd Level	-	100-300
4th Level	300	100-300
5th Level	400	200-400
6th Level	600	300-600
7th Level	800	400-800
	REMOVE 100 CHIPS	
8th Level	1,000	500-1,000
9th Level	1,500	500-1,500
10th Level	1,500	1,000-1,500
11th Level	2,000	1,000-2,000
12th Level	3,000	1,500-3,000
	REMOVE 500 CHIPS	
13th Level	4,000	2,000-4,000
14th Level	6,000	3,000-6,000
15th Level	8,000	4,000-8,000
16th Level	12,000	6,000-12,000
17th Level	16,000	8,000-16,000
	REMOVE 1,000 CHIPS	
18th Level	20,000	10,000-20,000
19th Level	30,000	15,000-30,000
20th Level	40,000	20,000-40,000

General Rules

- 1. TDA rules apply to all Venetian Poker Room tournaments.
- 2. Must be 21+ years of age and have a Grazie Card to participate.
- 3. Fifteen (15) minute break at the completion of every six (6) levels.
- 4. Management reserves the right to cancel or change tournament.
- 5. Winners must show a valid ID to collect winnings.
- 6. \$80 Buy-In starts with 10,000 in chips. Each level is twenty (20) minutes.
- 7. \$15 of the \$80 Buy-In will be withheld for Entry Fee. \$5 of the \$80 Buy-In will be withheld for Staff Fee. \$60 of every \$80 Buy-In will be withheld as the prize pool.
- 8. For every \$600 in prize pool, one entry will be awarded to our \$600 NLH MonsterStack Event #5. Any odd monies will be paid as one additional payout. This seat is nontransferable. Winner of the satellite must play in our \$600 NLH MonsterStack Event #5.
- 9. A prize pool of \$600 is guaranteed by The Venetian Poker Room.
- 10. Registration and Re-Entry is allowed until the end of the sixth (6) level and through the break.
- 11. Ante will come from the Big Blind Only. The Ante is posted before the Big Blind.
- 12. Late Entries will be dealt in immediately.
- 13. Based on the prize structure for this tournament, no other prize pool modifications will be allowed.